

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

- 1-8. (Canceled)
9. (Previously Presented) The method of claim 25, wherein at least one of the first and second morpheme inputs to the device is based on detected light variations.
10. (Previously Presented) The method of claim 25, wherein at least one of the first and second morpheme inputs to the device is based on detected thermal variations.
11. (Previously Presented) The method of claim 25, wherein at least one of the first and second morpheme inputs to the device is based on detected electromagnetic variations.
12. (Previously Presented) The method of claim 25, wherein at least one of the first and second morpheme inputs to the device is based on detected vibration variations.
13. (Previously Presented) The method of claim 25, wherein at least one of the first and second morpheme inputs to the device is based on detected acoustic variations.
- 14-20. (Canceled)
21. (Currently Amended) A method for inputting information, the method comprising:

deforming a deformable piece of material applied to a surface of a hand-held computing device to provide a first electro-physical morpheme to the device without pushing buttons, the first morpheme input normally triggering a first default action by the device; and

asynchronously deforming the deformable piece to provide a second electro-physical morpheme input to the device without pushing buttons, with the second morpheme input converting the normally triggered first default action to a second action by the

~~device.~~device, the second action based on the first default action.

22. (Previously Presented) The method of claim 21, wherein at least one of the first morpheme and the second morpheme inputs to the device is based on orienting the deformable piece relative to an external environmental object.

23. (Previously Presented) The method of claim 21, wherein deforming the deformable piece further comprises at least one of twisting, stretching, bending, ripping, pinching and perforating the deformable piece.

24. (Currently Amended) A method for inputting information, the method comprising:

orienting a deformable piece applied to a surface of a hand-held computing device, relative to an external environmental object, to provide a first electro-physical morpheme to the device;

triggering a first default action by the device, in response to ~~orienting only to~~  
the orienting of the deformable piece relative to the external environmental object.

25. (Currently Amended) A method for inputting information, the method comprising:

manipulating a deformable piece of material applied to a surface of a hand-held computing device to provide a first electro-physical morpheme to the device, the first morpheme input normally triggering a first default action by the device; and

asynchronously manipulating the deformable piece to provide a second electro-physical morpheme input to the device, with the second morpheme input converting the normally triggered first default action to a second action by the ~~device-device~~, the second action based on the first default action.

26. (Previously Presented) The method of claim 25, wherein the deformable piece of material substantially surrounds the hand-held computing device.